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L1	4	distributed adj debug\$4 and program adj manager and object and status <i>Rev all</i>	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/05/27 10:44
L2	69	((simultaneous\$3) near3 (updat\$4) same (software or code)) and ("717"/\$.ccls. or "709"/\$.ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/05/27 10:44
L3	3	(simultaneous\$3 or synchroniz\$5) near3 (update) same (software or code) same test\$4	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/05/27 10:44
L4	5	distributed adj debug\$6.ti. and status same (computer\$2 or host\$2 or program\$2)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/05/27 10:44
L5	9	distributed adj debug\$6.ti.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/05/27 10:45
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1 [Session 24: software tools: A portable debugger for parallel and distributed programs](#)

Doreen Cheng, Robert Hood

 November 1994 **Proceedings of the 1994 ACM/IEEE conference on Supercomputing**

 Full text available: [pdf\(996.90 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We describe the design and implementation of a portable debugger for parallel and distributed programs. The design incorporates a client-server model in order to isolate non-portable debugger code from the user interface. The precise definition of a protocol for client-server interaction facilitates a high degree of client portability. Replication of server components permits the implementation of a debugger for distributed computations. Portability across message passing implementations is achieved ...

2 [Experiences with building distributed debuggers](#)

Michael S. Meier, Kevan L. Miller, Donald P. Pazel, Josyula R. Rao, James R. Russell

 January 1996 **Proceedings of the SIGMETRICS symposium on Parallel and distributed tools**

 Full text available: [pdf\(1.34 MB\)](#)

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3 [A distributed debugger for Amoeba](#)

I. J. P. Elshoff

 November 1988 **ACM SIGPLAN Notices , Proceedings of the 1988 ACM SIGPLAN and SIGOPS workshop on Parallel and distributed debugging, Volume 24 Issue 1**

 Full text available: [pdf\(1.15 MB\)](#)

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We describe a debugger that is being developed for distributed programs in Amoeba. A major goal in our work is to make the debugger independent of the Amoeba kernel. Our design integrates many facilities found in other debuggers, such as execution replay, breakpointing, and an event-based view of the execution of the target program. This paper discusses the influence of Amoeba's architecture on the attainability of our goals and the desired functionality of the debugger. We also consider su ...

4 [The p2d2 project: building a portable distributed debugger](#)

Robert Hood

 January 1996 **Proceedings of the SIGMETRICS symposium on Parallel and distributed tools**

 Full text available: [pdf\(1.56 MB\)](#)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

5 [A paradigm for distributed debugging](#)

Nancy J. Wahl, Stephen R. Schach

 April 1992 **Proceedings of the 1992 ACM annual conference on Communications**

 Full text available: [pdf\(813.47 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Three critical problems associated with distributed debugging are controlling the debugging

process in the absence of a global clock; maintaining transparency so that the debugger does not change the order or timing of events, and reproducing an execution sequence to be able to verify that a fault has been corrected. A paradigm is put forward that successfully addresses these three problems. To demonstrate the feasibility of this paradigm, an instantiation has been constructed. A descriptio ...

6 A bibliography of parallel debuggers, 1990 edition

Cherri M. Pancake, Sue Utter

January 1991 **ACM SIGPLAN Notices**, Volume 26 Issue 1

Full text available:  pdf(1.55 MB)

Additional Information: [full citation](#), [citations](#), [index terms](#)

7 Models for visualization in parallel debuggers

C. M. Pancake, S. Utter

August 1989 **Proceedings of the 1989 ACM/IEEE conference on Supercomputing**

Full text available:  pdf(1.68 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The complexity of parallel programming has stimulated the development of a variety of debugging tools. This survey of recent research focuses on debugger visualization systems. The effectiveness of such systems is bounded by the degree to which their representations of run-time behavior correlate with the language structures used to incorporate parallelism, as well as the logical framework adopted by the programmer. Current visualization systems are compared with the conceptual models suppo ...

8 CORDS: A prototype debugger for Hermes

David Taylor

November 1992 **Proceedings of the 1992 conference of the Centre for Advanced Studies on Collaborative research - Volume 2**

Full text available:  pdf(1.10 MB)


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Hemes programs consist of many processes interacting with each other through primitive operations defined as part of the language. Understanding the behaviour of a Hermes program, in order to debug it, requires understanding the interactions between processes. Other aspects of debugging are little different from debugging in a conventional, sequential-programming environment. A debugger prototype has been constructed that provides a display of interprocess interactions in Hermes. This paper desc ...

9 Session 1.1: A prototype debugger for Hermes

David Taylor

November 1992 **Proceedings of the 1992 conference of the Centre for Advanced Studies on Collaborative research - Volume 1**

Full text available:  pdf(3.16 MB)

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Hermes programs consist of many processes interacting with each other through primitive operations defined as part of the language. Understanding the behaviour of a Hermes program, in order to debug it, requires understanding the interactions between processes. Other aspects of debugging are little different from debugging in a conventional, sequential-programming environment. A debugger prototype has been constructed that provides a display of interprocess interactions in Hermes. This paper des ...

10 A bibliography of parallel debuggers, 1993 edition

Cherri M. Pancake, Robert H. B. Netzer

December 1993 **ACM SIGPLAN Notices**, **Proceedings of the 1993 ACM/ONR workshop on Parallel and distributed debugging**, Volume 28 Issue 12

Full text available:  pdf(1.17 MB)

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11 KDB: a multi-threaded debugger for multi-threaded applications

Peter A. Buhr, Martin Karsten, Jun Shih

January 1996 **Proceedings of the SIGMETRICS symposium on Parallel and distributed tools**

Full text available:  pdf(991.10 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

12 BACI debugger: a GUI debugger for the BACI system

David Strite, Linda Null

March 2002 **Journal of Computing Sciences in Colleges**, Volume 17 Issue 4

Full text available:  pdf(175.52 KB)


Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Due to the increasing importance of concurrent programming and distributed computing systems, possessing a good understanding of concurrency and its impact on process synchronization is essential. Since concurrency introduces design and execution issues not found in sequential programming, to learn about concurrency issues, it is important that students gain hands on experience actually doing concurrent programming. The best way to get this experience is by using a system developed specifically ...

13 Challenges in distributed systems: Operation jump start: a CORDS integration prototype using DCE

Gopi K. Attaluri, Dexter Bradshaw, Patrick J. Finnigant, Nigel Hinds, Michael Kalantar, Kelly A. Lyons, Andrew D. Marshall, Jan K. Pachl, Hong Tran

October 1993 **Proceedings of the 1993 conference of the Centre for Advanced Studies on Collaborative research: distributed computing - Volume 2**

Full text available:  pdf(1.26 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

CORDS is an ongoing project whose goal is to create a prototype environment for developing and managing distributed applications. This paper describes the *Jump Start Project*, in which mechanisms were added to the existing middleware layer of CORDS and OSF/DCE to assist in developing distributed applications, and the CORDS environment was used to develop distributed applications. The applications developed were an integrated office with a White Pages directory, a mail system, a personal calen ...

14 Development of a debugger for a concurrent language

F. Baiardi, N. De Francesco, E. Matteoli, S. Stefanini, G. Vaglini

March 1983 **Proceedings of the symposium on High-level debugging**, Volume 8 , 18 Issue 4 , 8

Full text available:  pdf(646.95 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

This work discusses some issues in the debugging of concurrent programs. A set of desirable characteristics of a debugger for concurrent languages is deduced from an examination of the differences between the debugging of concurrent programs and that of sequential ones. A debugger for a concurrent language, derived from CSP, is then presented. It is based upon a semantic model of the supported language. The debugger enables to compare a description of the program behaviour to the actual behaviou ...

15 The PDBG process-level debugger for parallel and distributed programs

Jo o Louren o, Jos  C. Cunha

August 1998 **Proceedings of the SIGMETRICS symposium on Parallel and distributed tools**

Full text available:  pdf(108.07 KB)

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16 Monitoring distributed systems

Jeffrey Joyce, Greg Lomow, Konrad Slind, Brian Unger

March 1987 **ACM Transactions on Computer Systems (TOCS)**, Volume 5 Issue 2

Full text available:  pdf(2.37 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The monitoring of distributed systems involves the collection, interpretation, and display of information concerning the interactions among concurrently executing processes. This information and its display can support the debugging, testing, performance evaluation, and dynamic documentation of distributed systems. General problems associated with monitoring are outlined in this paper, and the architecture of a general purpose, extensible, distributed monitoring system is presented. Three a ...

17 Testing distributed Ada programs

E. J. Dowling

January 1989 **Proceedings of the conference on Tri-Ada '89: Ada technology in context: application, development, and deployment**

Full text available:  pdf(1.11 MB)

Additional Information: [full citation](#), [references](#), [index terms](#)

18 Testing and debugging: Using Hy+ for network management and distributed debugging

Mariano P. Consens, Masum Z. Hasan, Alberto O. Mendelzon

October 1993 **Proceedings of the 1993 conference of the Centre for Advanced Studies on Collaborative research: software engineering - Volume 1**Full text available:  pdf(1.68 MB)Additional Information: [full citation](#), [abstract](#), [references](#)


A network manager managing a computer network or a programmer attempting to understand and debug a distributed program both must deal with large volumes of data. Visualization is widely believed to help in these and similar tasks. We contend that visualization is indeed useful, but only if accompanied of the following facilities: abstraction, filtering, and layout control. The Hy+ visualization system and GraphLog query language provide these facilities. They support not ...

19 An interactive debugger for a concurrent language

N. De Francesco, D. Latella, G. Vaglini

August 1985 **Proceedings of the 8th international conference on Software engineering**Full text available:  pdf(575.31 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This work deals with issues of interactive debugging for the concurrent language ECSP. The debugger matches a formal specification of the expected behavior of a program against its actual behaviour. This specification can be given at different levels of abstraction. Control is returned to the user when an error is detected. The user can then modify the flow of the computation and/or dynamically change the specification of the expected behavior. The debugger implementation is based on progra ...

20 Summary of ACM/ONR workshop on parallel and distributed debuggingJanuary 1992 **ACM SIGOPS Operating Systems Review**, Volume 26 Issue 1Full text available:  pdf(1.31 MB)Additional Information: [full citation](#), [citations](#), [index terms](#)

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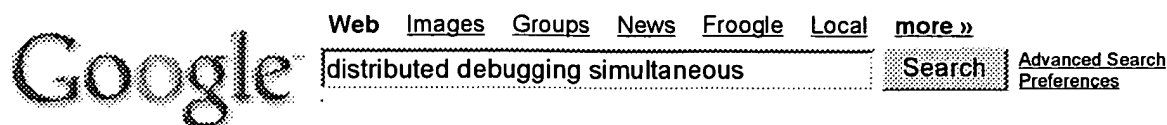
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